

# MISTER'S CAMP DUNLAP

TM

KIDS TO ADULTS



AGES 6+

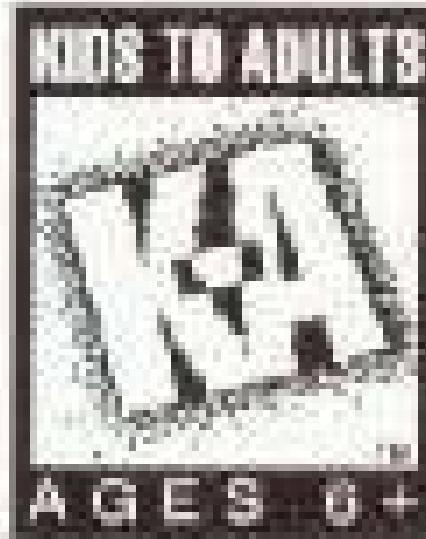
## VIRTUAL BOY

INSTRUCTION BROCHURE

VUE-VNFE-USA

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TM & © are trademarks of Nintendo of America Inc.  
© 1996 Nintendo of America Inc.

Thank you for selecting the Mester's Funky Bowling™ Game Pak for the Nintendo® Virtual Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



## WARNING

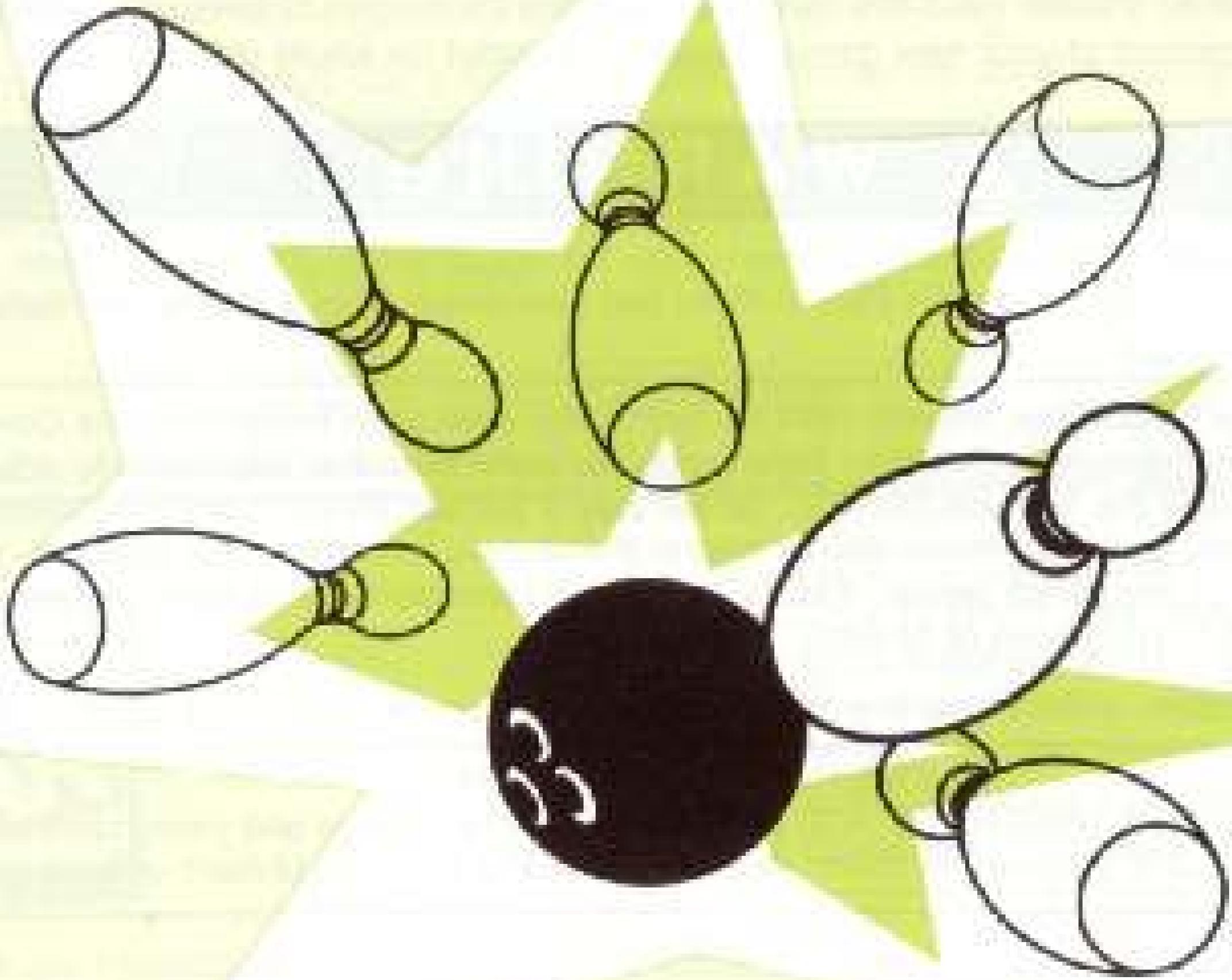
This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Before playing, make sure that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-2700

### CHOKE HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.



# Contents

Before Starting The Game	Page 2
IPD Adjustment	Page 3
Focus Adjustment	Page 4
Automatic Pause Function	Page 5
Introduction	Page 6
Nester & Hester	Page 7
Controller Functions	Page 8
How To Bowl	Page 9
Options Screen	Page 10
Configure Screen	Page 12
Scoring	Page 13
Warranty & Service Information	Page 15

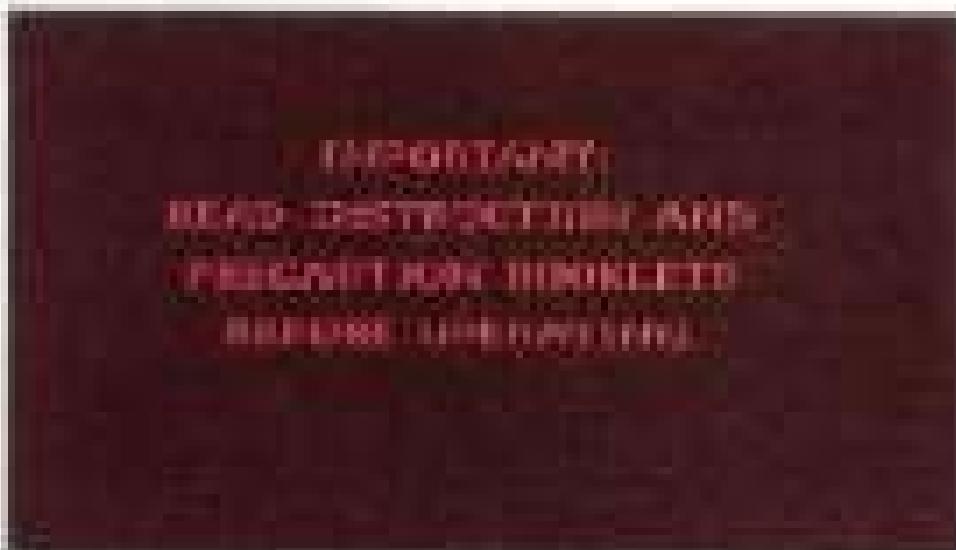
# Before Starting The Game

When using the Virtual Boy system, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the power switch located on the front of the controller to the ON position. When the screen pictured to the upper right appears, continue with the IPD and FOCUS adjustments.

Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

When the batteries begin to get low, the indicator shown here appears on the screen.



# IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration.

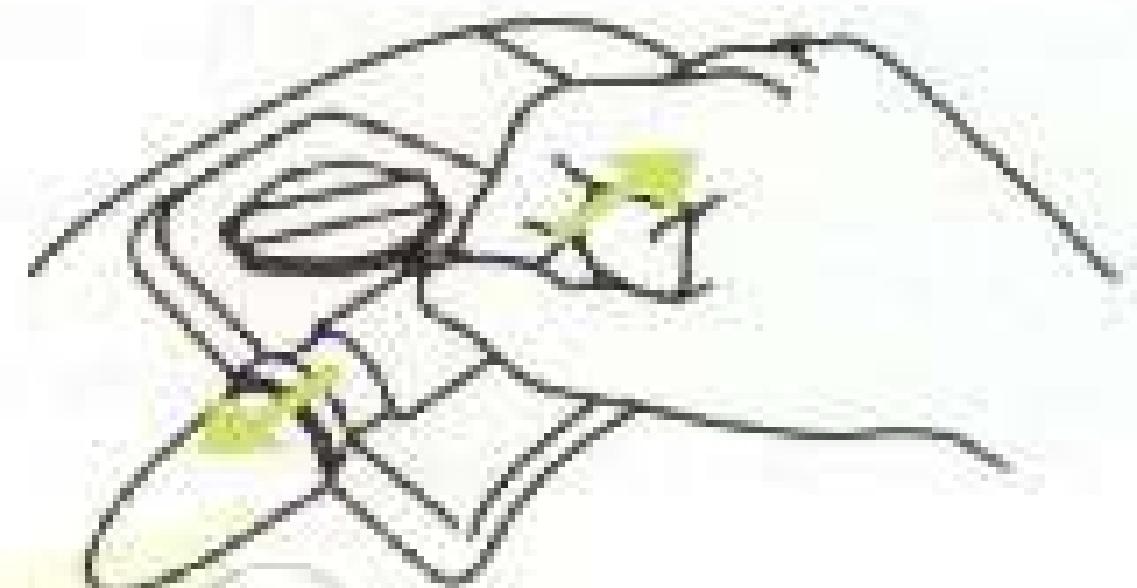


The best adjustment may allow you to see only three marks or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

# Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



## During Game Play

While playing the game, press SELECT to view the IPD and Focus Adjustment screen. After making any necessary adjustments to the IPD and Focus, press SELECT to return to the game.

### NOTE

If you are playing a two-player game, make these adjustments between each frame as you switch to the next player.

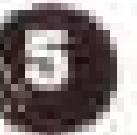


# Automatic Pause Function

Each Virtual Boy Game Pak contains an automatic pause function that will cause the game to pause after about 20 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.

After completing the IPD and FOCUS adjustments, press START and the screen pictured to the upper right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use + or - on the L+Control Pad, then press START to begin the game.

After playing "Nester's Funky Bowling" for approximately 15 minutes, the game will present you with the Game Auto Pause Screen. At this point, please take a break and give your eyes some rest. After your rest is completed, press START to resume the game.



# Introduction

A long time ago, a sassy little boy named Nester ruled the pages of Nintendo Power magazine's comic section. Giggled as ever, Nester is breaking into the new genre of video games with the first 3D bowling game.



Shine your shoes and ball your ball—you're going bowling! Nester and his twin sister, Hester, treat you to a fantastic game of knock the pins down. This 3D bowling experience is fast paced and red hot. Both bowlers are competitive and very involved in their games. You'll agree as you witness some of their Funky expressions. Are you up to a challenge?



# Nester & Hester

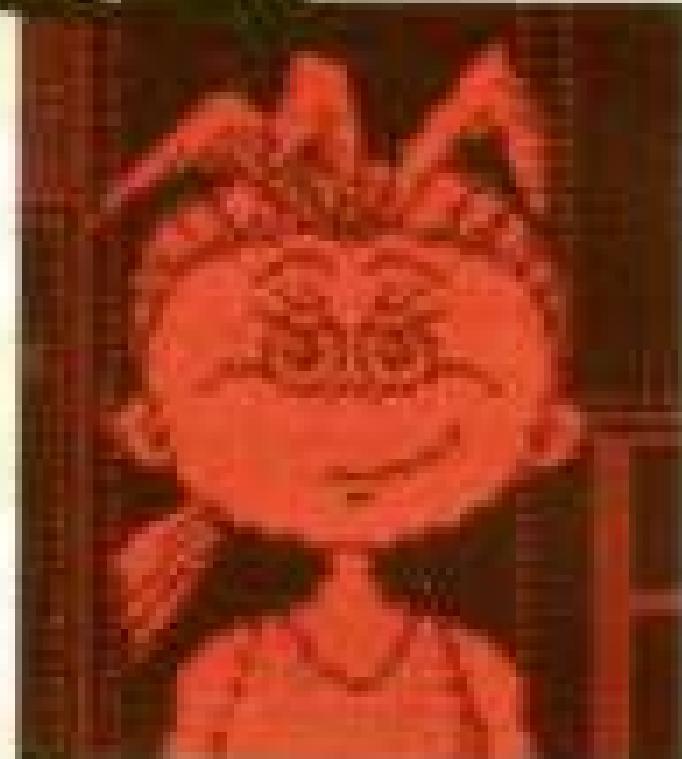


Nester is a conceited video game player and a notorious smart aleck. Years ago, he finagled his way to comic stardom in the pages of Nintendo Power magazine. After a glorious run of forty-something issues, Nester called it quits. He wanted to prove that he wasn't just another comic hero.

He spent a couple of years as a struggling actor before coming back to his bread and butter, VIDEO GAMES.

You thought Nester was bad? You should get a load of his over-confident twin sister, Hester. A whopping three minutes older than Nester, Hester is quite sure that she is superior to her little brother in every way.

Deep down, Hester has always believed that she could have been a bigger star than Nester. Well, she finally has a chance to prove herself. Will you help Hester, or will you help Nester?



# Controller Functions

## START

Accepts options on the Options Screen and Configure Screen • Pauses the game during play

## SELECT

Switches options on the Options Screen and Configure Screen • Brings up IPD and Focus Screen during game play

## B Button

Activates Spin & Power meters during game play • Cancels options on the Configure Screen

## AUX button

Activates Spin & Power meters during game play • Accepts options on the Configure Screen

## L Button & R Button (on the back)

No functions

## L & R shoulder pads

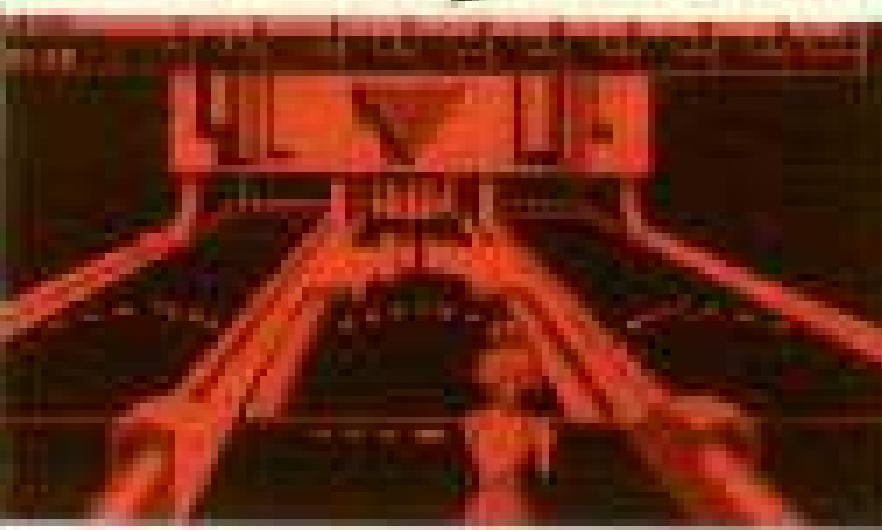
Changes menu items & moves cursor • during game play

## Power Switch

Turns Power on and off

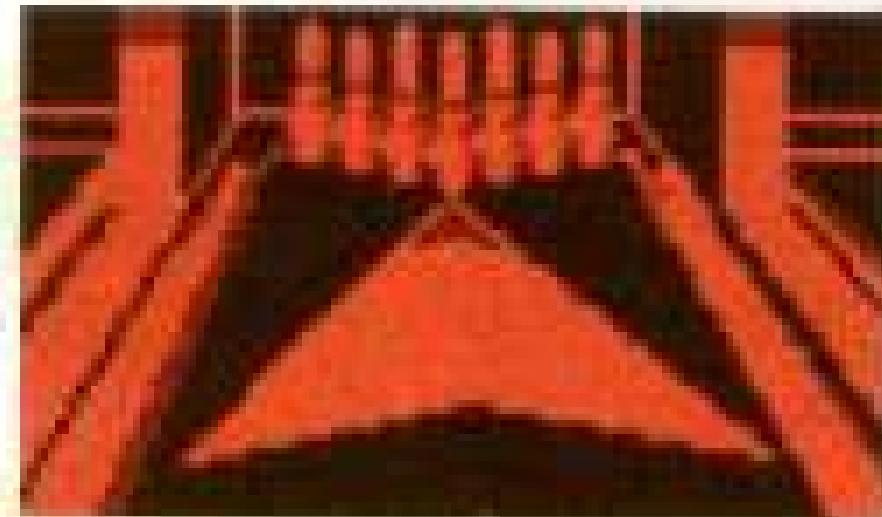
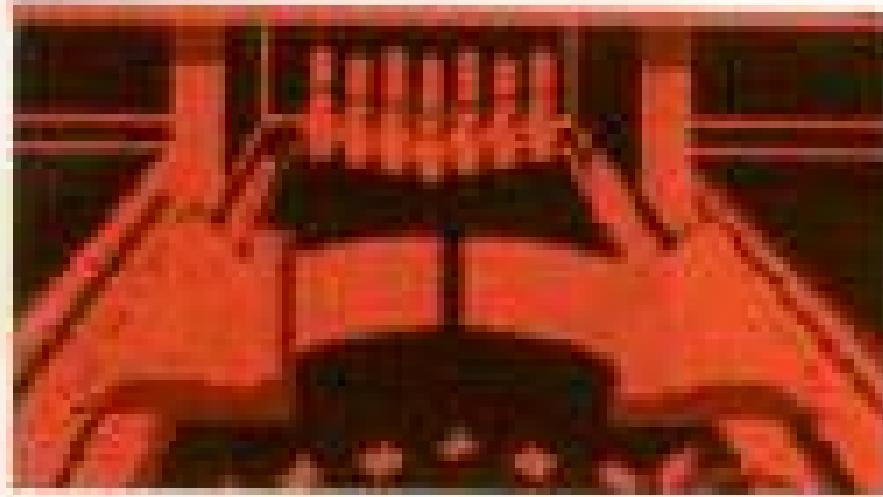


# How to Bowl



Position the bowler with the L and R +Control Pads.

Press the A or B Button to select the ball spin with the on-screen Spin Meter.



Press the A or B Button to select the power with the on-screen Power Meter.



# Options Screen

The Options Screen automatically appears after the Title Screen fades.  
Make your choice from these selections:



MODE

GAME

MUSIC

Select 1PLAYER or  
2PLAYERS

Select BOWL, PRACTICE or  
CHALLENGE

Select A, B, C or OFF



**1PLAYER**

One player bowls a single game.

**BOWL**

Play a normal game of bowling.

Select the music you want to hear while you bowl!

**2PLAYERS**

Two players alternate every frame.

**NOTE:**

Press SELECT to bring up the IPD and Focus Adjustment Screen. Make adjustments between each frame as you switch players.

**PRACTICE**

Set up pins to practice your skills.

**CHALLENGE**

Practice computer-generated shots.

# Configure Screen



## ENTER YOUR NAME

Press + or - on the L or R +Control Pad to change the letters/numbers. Press + or - on the L or R +Control Pad to move the cursor between the four spaces.

## LEFT OR RIGHT HANDED

Press + or - on the L or R +Control Pad to switch to a left- or right-handed bowler.

## SELECT THE WEIGHT OF YOUR BALL

Press + or - on the L or R +Control Pad to select the weight (8 to 16 pounds).

## SELECT NESTER OR HESTER

Press + or - on the L or R +Control Pad to switch to Nester or Hester.

# Scoring

Frame	1	2	3	4	5	6	7	8	9	10
JEFF										

- There are ten frames in a game of bowling.
- There are ten pins in each frame.
- You may throw two balls per frame.
- Your objective is to knock down all ten pins in each frame.
- If you knock down all ten pins with your first ball, it's a Strike.
- If you don't knock down all of the pins with your first ball, and you knock down the remaining pins with your second ball, it's a Spare.
- If you Strike or Spare in the tenth frame, you may throw a third ball.

Frame	1	2	3	4
		5	4	
	1	0		

If you Strike, your score is ten points, plus whatever you get with your next two throws.

If you knock down 5 pins with your next ball, and 4 pins with the following ball, you get 19 points.

Frame	1	2	3	4
	9		6	
	1	6		

If you Spare, your score is ten points, plus whatever you get with your next throw.

If you knock down 6 pins with your next ball, you get 16 points.

Frame	1	2	3	4
	9			
	8			

Unless you Spare, or Strike, your score is one point for each pin,

If you knock down 8 pins, you get 8 points.

# IMPORTANT:

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline  
1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.



## **3-MONTH LIMITED WARRANTY (for Hardware, Game Paks, & Accessories)**

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

## **ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)**

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this extended 3-month limited repair warranty only if the Consumer Proof of Purchase Card attached to the hardware packaging when sold is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

## **WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY**

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 8 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED REPAIR Center or you will be offered express factory service through Nintendo. In some instances it may be necessary for you to ship the complete product. **FREE AIR MAIL SHIPMENT AND INSURANCE FOR LOSS OR DAMAGE**, to the nearest service location.

## **WARRANTY LIMITATIONS**

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (i) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-NINTENDO GAME ENHACEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (ii) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); OR IS MODIFIED OR TAXERED WITH (iii) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (iv) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO THE WARRANTY PERIODS DESCRIBED ABOVE (1 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE,  
OR SERVICE? CALL 1-800-255-3700.



Nintendo

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN